

Title: SPELLBOOKS

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## SPELLBOOKS OF SORCERY

### Extinguish

By use of this spell, the caster attempts to douse a Fire. When focused upon the Sorcerer himself all fires within a certain range will be quenched, otherwise it will douse the fire upon which it is specifically focused.

Runes: - An Flam

Red Candles: - All black

Reagents: - Pumice at both Perivolcanae and the Aphelion

### Ignite

This invocation brings fire into existence upon a substance that will accept it. It can be used to light a single candle, or if the Sorcerer focuses the energy upon himself, it can light all within a range determined by the power of the Sorcerer.

Runes: - In Flam

Red Candles: - Aphelion

Reagents: - Ash at the Aphelion - Pumice at both Perivolcanae

### Endure Heat

This spell creates a shimmering field around the Sorcerer that will allow him to touch any non-magical flame and remain unhurt. A Sorcerer with this spell active can even endure the heat of lava if it is solid enough to support his weight.

Runes: - Sanct Flam

Red Candles: - Both

Perivolcanae

Reagents: - Obsidian at  
both Perivolcanae - Iron  
at the Aphelion

Flash

By means of this spell,  
the Sorcerer can move  
from one visible place to  
another without actually  
traversing the intervening  
space.

Runes: - Flam Por

Red Candles: - Both

Perivolcanae and the  
Aphelion

Reagents: - Ash at both  
Mesostelae - Pumice at  
the Aphelion

Flame Bolt

A bolt of flame is  
released when the  
Sorcerer invokes this  
spell, shooting forth,  
unerringly to the object  
of the Sorcerer's ire.

Upon reaching its  
destination, it explodes,  
causing moderate damage  
to all things caught  
within its range.

Runes: - In Ort Flam

Red Candles: - Perivolcan  
Ze, Mesostel Pa, and the  
Aphelion

Reagents: - Ash at  
Mesostel Pa - Pumice at  
Perivolcan Ze - Iron at  
Mesostel Ze

Fire Shield

Flames circle the  
Sorcerer at the casting  
of this spell. Only  
creatures of Daemonic  
origin can cross this  
barrier. Not even the  
Sorcerer can cross this  
protective ward. Anyone  
foolish enough will be  
thrown back and burned  
in the bargain.

Runes: - In Flam An Por

Red Candles: - Both

Perivolcanae and Mesostel

Pa

Reagents: - Ash at  
Mesostel Pa - Obsidian  
at both Perivolcanae -  
Iron at the Aphelion

#### Create Fire

Fire erupts at the  
location or beneath the  
victim of the Sorcerers  
focused will. This fire  
remains for a time, then  
dissipates.

Runes: - In Flam Ylem

Red Candles: - Both

Mesostelae

Reagents: - Ash at both  
Mesostelae - Pumice at  
Perivolcan Ze - Obsidian  
at Perivolcan Pa

#### Armor of Flames

The Sorcerer is bathed in  
a corona of flames that  
ward off Fire of a  
magical nature. These  
flames will protect the  
Sorcerer for a time,  
then vanish.

Runes: - Vas Sanct Flam

Red Candles: - Both

Perivolcanae and Mesostel  
Ze

Reagents: - Ash at  
Mesostel Pa - Obsidian  
at both Perivolcanae -  
Iron at the Aphelion -  
Brimstone at Mesostel Ze

#### Explosion

A bolt of flame is  
released when the  
Sorcerer invokes this  
spell, shooting forth,  
unerringly to the object  
of the Sorcerer's ire.

Upon reaching its  
destination, it explodes,  
causing heavy damage to  
all things caught within  
its range.

Runes: - Vas Ort Flam

Red Candles: - Perivolcan  
Pa, Mesostel Ze, and the  
Aphelion

Reagents: - Ash at  
Mesostel Ze - Pumice at  
Perivolcan Pa - Iron at

## Mesostel Pa - Brimstone at the Aphelion

Summon Daemon  
This dangerous ritual of binding will summon a daemon to attack a foe of the Sorcerer's choosing. The danger of this spell lies in the fact that if no victim is specified, the daemon will attack the summoner.

Runes: - Kal Flam Corp

Xen

Red Candles: - Both Perivolcanae, Mesostel Pa, and the Aphelion

Reagents: - Ash at Mesostel Ze - Pumice at Mesostel Pa - Obsidian at both Perivolcanae - Daemon Bone at the Aphelion

## Banish Daemon

This spell attempts to force a Daemon to return to the plane of Fire from which it was summoned. Although not always successful, this is a Sorcerer's best defense against these beasts.

Runes: - An Flam Corp  
Xen

Red Candles: - Both Perivolcanae, Mesostel Ze, and the Aphelion

Reagents: - Ash at Mesostel Pa - Pumice at Mesostel Ze - Iron at both Perivolcanae - Daemon Bone at the Aphelion

## Conflagration

This summoning will temporarily bring into our realm aemonic force of destructive nature. All foes, and indeed everything around, will feel its wrath while the Sorcerer will remain unharmed.

Runes: - Kal Vas Flam Corp Xen

Red Candles: - All red

Reagents: - Ash at

Mesostel Ze - Pumice at

Perivolcan Ze - Osidian

at Perivolcan Pa - Iron

at Mesostel Pa -

Brimstone at the Aphelion

- Daemon Bone at both

Perivolcanae and the

Aphelion